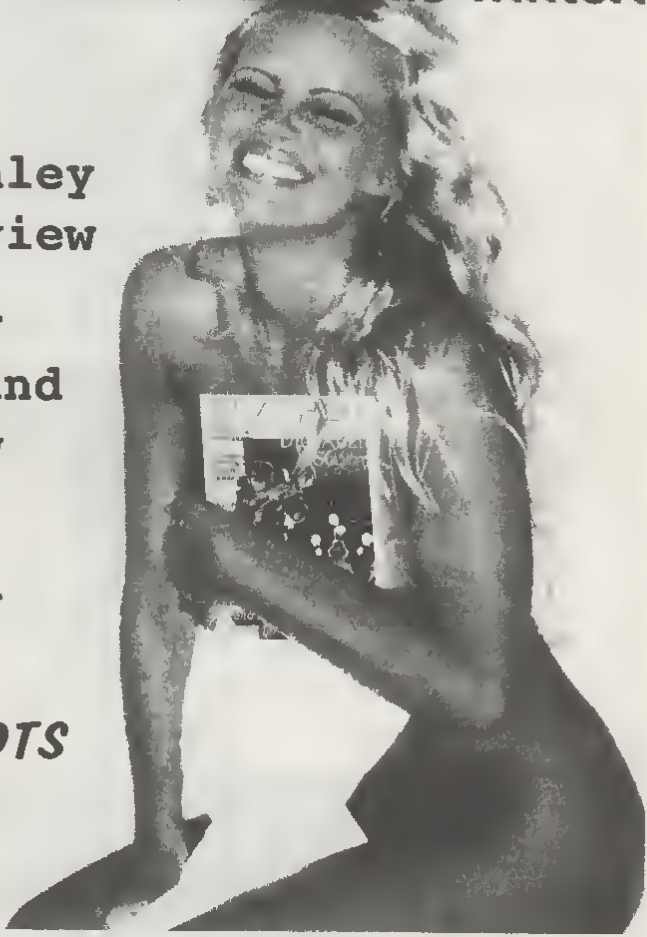
CRASHED

ISSUE 12 • NOVEMBER 95 • $1

Cuddle up with *CRASHED* this winter!



Bob Brenchley Interview

Quazar Surround Review

F.L.M. Review

AND LOTS MORE!

JUPITER SOFTWARE

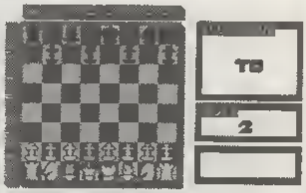
2 OSWALD ROAD, RUSHDEN,
NORTHANTS NN10 0LE

PLEASE MAKE ALL CHEQUES ETC. PAYABLE TO S EKINS

NEW STUFF

CHESS MATE.

CHESS MATE is the first, and probably the only chess game that will ever appear for the SAM, it is a joint game between Jupiter and Quazar It has 16 bit sound (with the Quazar soundcard), 8 skill levels, choice of who starts, let the computer move for you and take back move All this, together with the many computer opening moves make it one of the most addictive games on SAM CHESS MATE is out now, and costs only £9 99



(Do they really look like cats ! (Format review))

PROGRAMMING IN SAM C.

PROGRAMMING IN SAM C is a book all about, well, Programming in SAM C
The book has nearly 60 pages including nearly 20 pages of source code, which includes examples of many different routines (stars, scrollers etc), plus a couple of full games Also included, for completeness, are printouts of all the header files (more up to date than the C manual)

We wrote the book not to make a profit - we make about 50p per book, but to help others to get to grips with SAM C and cocourage them to use it more

PROGRAMMING IN SAM C costs a mere **£5.00** and is available **only** from Jupiter Software

BURGLAR BOB (sorry, not much space for a description)

Burglar Bob is our latest platform game It has four large levels of increasing difficulty, two scenery graphics sets and a completely wacky style of playing (try not to kill the nasties!) Burglar Bob costs only £4 00

BARGAINS

We have reduced the prices on all of our older software titles

NAME OF ITEM	OLD PRICE	NEW PRICE	NAME OF ITEM	OLD PRICE	NEW PRICE
AMALTHEA	£10 00	£5 00	MEGABLAST	£2 50	£2 00
CRAZYBALL	£2 50	£2 00	MUNCHER	£4 00	£3 00
INVADERS	£4 00	£3 00	BOMBS AWAY	£6 50	£3 00
LABYRINTH	£4 00	£2 00	TRANSLATOR (French English dictionary)	£6 00	£4 00
BLAZING TANKS	£2 50	£2 00			

DELVING DEEPER...

Features

4 Covermount Capers - That plastic thing that came with the mag.

6 Show Report - Well, sort of.

Reviews

13 FLM - Or Football League Manager, if you like.

17 Quasar Surround - Does it cut the mustard? No, but it's not a sandwich maker, it's a sound card.

Regulars

6 Stuff - Er, some stuff, and things.

9 The Postie's Sack - Or rather the contents of it.

10 Interview - Some love him, some, er, don't, it's the man they call... BOB

12 Nostalgia Corner - Your Computer. No, the magazine, not your +2, you fool.

14 Public Exposure - Dave Fountain gets intimate with the latest cheapie Spectrum software.

18 Post Box - That big red thing at the end of your, er, street.

19 Backpage - It's the page at the back (almost).

DA GANGSTAS

Da Boss - Allan Jeremy Clarkson
Da Guyz - Mat Ian Beal Mark 'Alan' Bennett Toby 24 Cooley, Dave 'F' Fountain
Da Front - Da boss's guyl Pam
Da boss' favourite dames - Daniel 'Ye Old' Bailey, Andy 'Betty' Davis Robert 'Peter' Chilton, James Edwina Curry, George 'the' Boyle, Garry Me Mam Colin 'drive-through' Mcdonald, and the rest of you who I've no doubt forgotten

Write to us at Crashed, 14 The Avenue, Hanson, Leeds, LS15 9JH. Or call us on (0113) 232 6726.

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ISSN [illegible]

SAM Spesh

Your Guide To The FREE SAM Disk.

EXCLUSIVE MINI-GAME

WASI 2

Exclusive to Crashed is this sneak preview of a soon-to-be FREO magazine hypergame. Never seen before - Wasi 2 is a right corker.

The full version of Wasi 2 will be on Fred Magazine in the coming months, so check that out if you like this version And I think you will

It was a peaceful day that Wasi The Wasp went out for a fly He thought he'd visit the sweet shop bin and see if he could sting himself some children Then he'd go into someone's house via a 8mm gap in their window and then spend a few hours smashing himself against the glass, even though the owner of the house would open the window as wide as it would go

But no, silly old Wasi had gone and got himself well and truly lost in a weird place where he is unable to fly (rather conveniently for me) Tsk, eh?

Anyway, your job is to guide Wasi back to normality by stinging all the nasty assailants You do this by jumping into the air, then stinging them by pressing fire. Be careful not to miss or you'll be stunned for a bit, and the nasties will probably sneak up on you and get you while you're dazed

The demo features a selection of levels which cycle round Wasi should be done in a few months and is going to be released in full on a FRED mag (address in Post Box, surprise, surprise)

CRASHED DISK 1

CRASHED DISK 1

CONTROLS

Joystick. Push up to jump, fire to sting (while in the air) It's a bit tricky at first, but keep trying - you'll get the hang of it sooner or later

SNEAK PREVIEW!

KILCOL

Kilcol was featured in last issue's Looking On section, and here's a sneak preview courtesy of writer James Curry.

Guide your odd green ship thing through several screens of other odd things that aren't quite as green Or ship-like Though they do have a hint of puce. Dam

Anyway, this is your chance to see a game in the making The Kilcol Demo is exclusive to Crashed and it won't be released for some time yet (maybe not until next summer!) So count yourselves lucky and say three *hail Crasheds*.

CONTROLS

Redefinable keys / joystick. Push down to change weapon

PLAYABLE DEMO

Marbles DELUXE

Atomik Software grace us with a playable demo of their game, Marbles Deluxe.

Guide Marble Willy through lots of treacherous levels or something The full plot's in the game as are instructions Which saves me a bit of a job Phew eh?

CONTROLS Joystick or keyboard see in game instructions for more

FULL GAME

BLAST TURBO

About six months ago Fred Magazine had an early version of Blast on it. While playable, it was very slow. Now Crashed brings you the all-action frantic-feet that is... Blast TURBO!

In Blast Turbo you take control of an Industrial-Cleaning Droid, destined to spend time exterminating the bugs and the like from the many caverns and rooms in a futuristic complex. You do this by dropping mines on the ground to blow up the nasties You can drop a maximum of three mines on the screen at any one time, though the mines don't hurt you if you smash into them (but they will explode) When you've killed all the er, things the computer gives you a chance to collect any leftover bonuses

CONTROLS

Left/Right - move droid
Fire drop mine
Up - Jump

HINTS *Even though you can turn around in the air you can't change direction If you have no mines left when starting a new level (or the same one again) then you get five given so if you've finished a level and you've less than 5 mines get rid of em all*

Uh-oh!

Yes, we know the feeling. You're really excited. That long-awaited disk has just dropped on the doormat. And... damn. The postman seems to have been dancing on the shutter. The franking machine has been replaced with an anvil. And the cat's decided it's too cold to use outside. Well, never mind. Make yourself a cup of tea and send the broken Crashed Covermount back to Tape/Disk Returns, Crashed, 16 The Avenue, Meanston, Leeds, LS15 8JN. A working coverdisk/tape will be on it's way ASAP!

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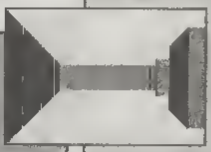
Speccy Sensation

With Software from the Alchemist PD Library

LABYRINTH

Damn these PD games, why do so few of them have any plot? Looks like I'll have to make my own up. Here goes...
In the dim distant past there was a madman named Jerry. He insisted on making you "How tall?" and "How wide?", even though you didn't have the foggiest idea what he was on about. One day you answered 'ten' to each question, and he presented you with a 10 x 10 maze. And they all lived happily ever after.



Controls
Press I for info when loaded

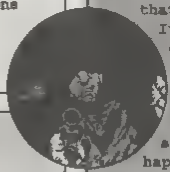
BLOOD JACK

This is an odd PD demo thang, telling the story of a bloke called Jack who has something to do with blood, I expect.
Just load the darned thing, press the start key, and wonder in amazement at the marvellous sampled sounds, the incredible animations, and the odd proportions of the hero's body.

Controls
There aren't any

ALIEN COMMAND

This game reminds me of the sort of thing Sinclair User used to chuck on their covertapes. Weird, but strangely compelling, too.
Basically, fly along shooting the many things that come towards you. It's really difficult because there's so many of them. If you manage to shoot them all, then something will happen, but I don't know what because I haven't got that far yet.



Controls
Sinclair port 1, Kempston or ZX and Space.

DANGEROUS GARDEN

Gardens, in their very nature, are not dangerous. In fact, the whole purpose of a garden is to not be dangerous at all. But the garden in this game is definitely dangerous. Full of danger, in fact, and it is your mission to make it un-dangerous. You must do this by spraying the many normally innocent-looking garden creatures with, er, some sort of spray. In their wisdom, the dangerous things will fight back, mainly by all jumping on you at once and giving you a good kicking. Go forth into the Dangerous Garden and, er, spray!

Controls
Q A O P, and Symbol to spray

ROCKET MAN MIKE

Before I go any further, I must apologise for the incredibly bad name that the author has chosen for this game. Thankyou.
Another one without a plot... A long, long time ago, when I can still remember how that music used to make me smile. And...oh, that one's been done, hasn't it? No American Pie in this game, Spec-chums, just plenty of goldarn, good old-fashioned arcade-collect-em-up. Basically, collect the diamonds!

Controls
Kempston joystick, or keys alternating keys on bottom two rows left/right, A-L - hover, Q-P - up

CRASHED TAPE 1

FRUSTRATION

BY IMPACT PD

Frustration is a marvellous puzzle game in the Tetris mould, by Paul Howard of Impact PD.
Impact have many other excellent games - send an SSAE for details. Frustration presents you with a wall of randomly coloured blocks. A lone coloured block moves up and down on the left hand side of the screen. Press fire to shoot the moving block towards the rest. If it hits a block of the same colour, they both disappear, but if they're different, the block just stays there. The aim is to get rid of all the blocks, and it's game over if one line of blocks reach too far out (man). Plot? Where?

Controls
Joystick, I think Possibly

stuff

I - E - B - A, do-doo-doo-doo-doo, I - E - B - A, dum-de-dum, la-la-la...

The Independent Eight-Bit Association, or IEBA to the initiated, has been relaunched to support all the 8-bit computers. As it's first major project the Association is compiling the *IEBA Directory of 8-bit services*. It is being compiled by John Walker and you can send any information of anything 8-bit related (shops, mags, clubs, etc.) to the IEBA c/o Brian Watson at 8Bit magazine (he's the secretary, y'see). A lifetime's membership to the IEBA will set you back a mere £5, including benefits which I don't know about right now. Tsk, eh?

Och aye the noo, Jimmy, etc.

After our failed attempts to get to the Gloucester Show, Crashed is definitely going along to the Annual SAM Scottish Computer Show, held as part of a Scottish Computer Fair (which is just a general thing). The show is being held in the McRobert Pavilion at the Royal Highland Centre Showground at Ishington, Edinburgh, on Sunday 12th November. Entrance is £2.50 for adults, £1.50 for Children/OAPs/Students, but there's some £1 off vouchers kicking around SAM land. To book a stand, call Anne Farmer at Scottish Computer Fairs (telling her that you're a SAMmer) on 01358 743888, and she'll fill you in on the details. Five SAM companies including FRED and Format have already booked stands, and many more are considering it, including us, and response from SAM users has been good by all accounts. We might even make a few converts from the PC crowd!

SAM Software Shocker! (Or something)

Fred Publishing have been as busy as a bee that's had a lot to do recently, with several new and forthcoming releases. SAM C, the programming language, is now even easier to use thanks to a library disk called SAM Vision. Vision is a massive library and, apparently, contains almost every function you would ever need.

SAMSprits, a full sprite/background editor, has undergone improvements and should by out by now. It features many, erm, features, all within a WIMP environment. Price: £9.99.

Grubbing For Gold is now out and, at £9.99 is reasonably priced. G4G is a spoof quiz game show and has 'massive amounts of humour'.

There's also a Spindizzy-type game on the way, called Momentum (possibly), it's being programmed by Graham Burtenshaw, author of SAMPaint, and with a bit of luck could be out for Christmas. Fingers crossed!

Ten Crap Bonfire Night Facts (or lies)

1. It was invented by Guy Fawks a Sheffield steel worker, when his cutlery factory caught fire in 1576.
2. The word firework comes from the latin foyer-work, and refers to receptionists in fire stations.
3. A roman candle isn't really a firework, but a stick of wax with a bit of string through it (made in Italy).
4. Bonfire night is actually bonfire month, thanks to people letting them off ages before.
5. Keep pets indoors - it's illegal for them to buy fireworks, y'see.
6. *(That's enough bonfire night facts. Ed.)*

Chugga, chugga - all aboard the Sinclair Express!

Hot off the presses is Sinclair Express, a new Speccy-only fanzine. I've not seen a copy yet, but as soon as I get round to sending off for it I'll tell you all about it. Sinclair Express is available from **Richard Coles, 7 Manor Drive, Merriott, Somerset, TA16 5NT.** Richard is a Crashed reader anyway, so he can't be bad.

SIX THINGS PEOPLE SAID ABOUT ISSUE 10/11

1. 'You know what the next improvement should be...'
2. 'The cover's a bit underpants-outside-trousers-ey.'
3. 'Ooh...'
4. 'What's a tuna crunch?'
5. 'What's Kilcol?'
6. 'Hmma, loppo knare higgl!' (or perhaps not.)

Get Me The Dead Donkey!

At the moment I'm fresh out of news. That's why I'm using this font (it takes up quite a bit of room, y'see). But what I want you to do is send me any news that you may have kicking around your life. Basically, if you think other Crashed readers might want to know about it, then send it in. Thanking you kindly.

CRASHED, BANGED WALLOPED!

Since last issue we have made more improvements to Crashed. Firstly, we've got ourselves a bank account - so, instead of making cheques out to Allan Clarkson, you should now make these out to CRASHED MAGAZINE (though capital letters are optional). Don't worry if you've sent any cheques made payable to Allan, I can still use them. Now to embezzle those funds...

And, by popular demand, we now have a regular comic strip, courtesy of MJD Productions. Bodge Fredd is a take on... well, I'll let you guess that one, and it's serialised - i.e. a story in parts. Part one is below. Enjoy!

Also new in this issue is 'Shop!', our mail order section. At the moment we only have back issues and t-shirts available, but, if you lot like the idea, I'll be selling posters of Crashed covers. AND! I've got rid of the stupid issue numbering/dating system, too. Hurrah!

ADVERTISEMENT

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THE MAGAZINE FOR ALL 8-BIT COMPUTER USERS

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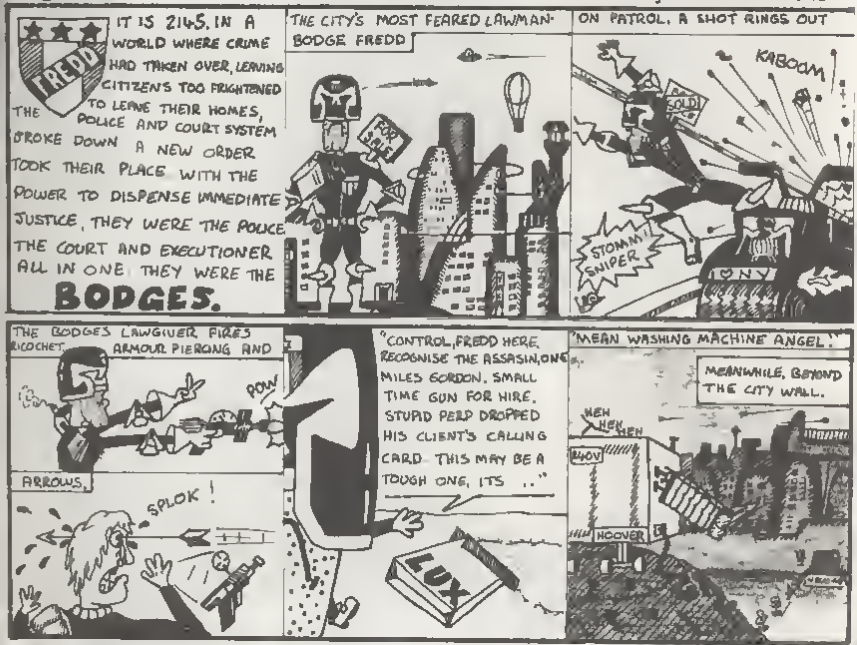
Bodge Fredd

by MJD Productions



We're all off to sunny Gloucester...

Saturday 14th October 1995

0230 (Yawn) That's it. I've just got home from Danny s (where I do most of *Crashed*), after making over 30 copies of Crashed issue 10/11, doing all the T-Shirts and generally getting everything ready I can t believe it - for the first time ever I'm all prepared! My monitor's on the floor along with my SAM and a million other heavy things that I m taking tomorrow (Yawn, slump, zzzzz)

0500 Beepeepeepeep! Damn alarm clock Anyway, at least I m up I'll run the bath and get ready

0600 Mark Bennett turns up, and a few minutes later we all pile into the car and head for Leeds City (Train) Station

0620 Arrive at Leeds City Station Wait for Sturdy to turn up

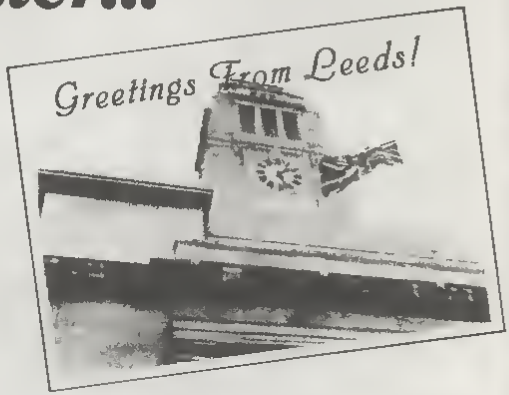
0630 Sturdy arrives Wait for David Ledbury, main man at SAM Prime and Phoenix Software Systems, to turn up in his minibus to take us and around eight or nine others (being picked up elsewhere) to the Show

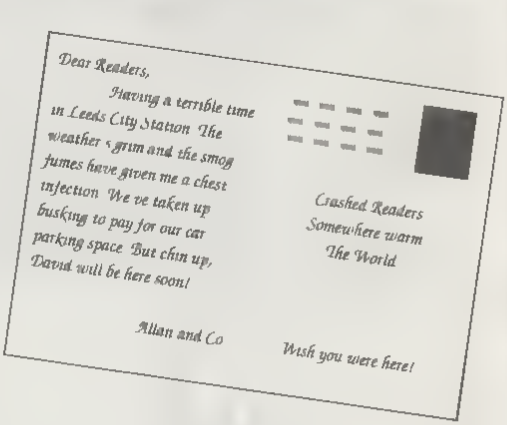
0800 My mum gets sick of waiting, and has to be somewhere else anyway so leaves

0830 Sturdy's mum gets sick of waiting and has to be at work, so goes also

0930 Friendly tramp offers us "cola" We turn down his kind offer noting the odd vodka-like odour to it

1030 We catch a taxi-cab home 50 Crashed leaflets, anyone?





So, as you've probably gathered by now, we didn't get there, thanks to David Ledbury and his useless mob. We'll probably be at the Edinburgh thing, at least as spectators if not a stand. You never know - I might recoup some of the losses I made from the Gloucester fiasco! We're going on the train this time - the'yre more reliable (but only just). So, I'll see you in Scotland!

P

Howdy, another b spew at r another ba and delig Sorry, I've lately. (Or

THE LIK

Dear Ed
Are there a out there I teens and i this particu sneered at ahem - "ma Speccy/SA
The word associated "schoolkid" and so on patronising of Martyn S Chris Taylo
It should sad, middle large propo user-base twenties a education case And continually that we rep customers
I for one nubile sex teenager t been perp Immature various oth The kids a
Sarah E M

THE POSTIE'S SACK

Howdy, spec-chums. Here's another batch of the crap you spew at me. Er, I mean, here's another batch of your entertaining and delightfully written letters. Sorry, I've been feeling a little off lately. (Or something.)

THE LIKES OF MARTYN

Dear Ed,

Are there any other Crashed readers out there I wonder who are in their teens and resent the way in which this particular age group is constantly sniffered at by some of the more - ahem - "mature" members of the Speccy/SAM community?

The word "teenager" along with associated terms such as "schoolkid" "adolescent", "juvenile" and so on has been used as a patronising form of abuse by the likes of Martyn Sherwood, Andy Davis and Chris Taylor to my knowledge

It should be pointed out to these sad middle-aged buffoons that a large proportion of the Speccy/SAM user-base have yet to reach their twenties and/or leave full-time education as has always been the case And yet they choose to continually insult us, despite the fact that we represent potential customers to their various services!

I for one would rather be a young, nubile sexually promiscuous teenager than some talentless has-been perpetually engaged in an immature slanging match with various other Speccy bods So there The kids are all right

Sarah E Mousepractice
Redberry Joy Town
Manchester

Thankyou for your letter, Sarah Yes, I expect you're right, or something

Ed.

BE A HOME

Dear Crashed

To comment on Mark's Editorial of January (hee hee) - Amstrad were useless because Alan Sugar bought the Speccy rights to get rid of it, as it was far superior to the Amstrad computer itself The +3 (which I m unfortunate enough to own) has so many design flaws OK, so a disk drive was a new idea, but why 3' disks instead of the more standard 3 5" disks, which the +D uses? +3 BASIC is hell to use and the actual disk drives are temperamental to say the least. The +3 was indeed incredibly expensive for what it was I mean, a very small percentage of Speccy owners have a +3 Those that do can't just rely on disk software - there s so little about, and it costs far more than on tape We have to rely on external tape recorders which mean added expense and less chance of the thing actually loading!

On a lighter and completely irrelevent note is there really going to be a Home And Away computer game and if so when? And why?

Linda Whittle
Little Sutton
South Wirral

The +3 Ah, yes I remember when I bought a+2B, but it was really a +3 with a knackered BEEP chip! Erm, that's the only +3 experience I have So you'll have to make do with that. And yes, Fountain PD is working on a Home And Away computer game, though I don't know why Hang on - I'll call him and ask

***Me:** Hello Dave Why are you writing a Home And Away Game?*

Dave: Er ah yes Well, it seemed like a good idea at the time er, but the early version looked crap

***Me:** So when will it be finished?*

Dave: Never

***Me:** Is Pippa in it?*

Dave: Yes, she was one of my favourites until she grew a new head Hey, are you typing this in?

***Me:** No Goodbye*

So there you have it. It seemed like a good idea at the time

ED.

LAZY AND LEARNED

Dear Allan

Many people bemoan the fact that there's little new software released on the SAM or Spectrum, but I feel that it is the users fault If more users were less lazy and learned to program then there would be many more good games released on the SAM and Speccy Recently there has been a glut of games written using games designers and the like, but I feel that the people who use these are not real programmers - the Milli Vanillis of computers PD demos too, is a waste of time I know that many people will disagree with me on this matter but then again, most sensible people will agree You never know - my letter could jolt the SAM and Spectrum community in to releasing some decent software!

Mr. A. Watt,
Wigston,
Leicester.

Well, Mr Watt I certainly know that a lot of people will disagree with - especially the PD one Let's see what comes in on that one eh?

Ed.

CRASHED
16 The Avenue
Manston
Leeds
LS15 8JN

And there you have it. Send comments, queries and spare ten pound notes to *Crashed, 16 The Avenue, Manston, Leeds, LS15 8JN.* You'll brighten up my day.

The CRASHED Interview

Bob Brenchley

Part One

Hello! Mat here again, avoiding and unpleasant spade/head interface situation at the simple expedient of supplying Allan with yet another top-notch interview, this time with head of the massive capitalist Format empire and Revelation bod, BOB BRENCHLEY. Let's see what words of wisdom Bob sees fit to bestow unto us...

How were you introduced to the Speccy?

"I got one of the first ZX81s to be produced - having given up smoking in 1980 I found I had a bit of money so I sent off to Sinclair Research for a ZX80 A few days after I sent the order off I read in a professional computer magazine that the ZX81 was coming out and phoned up Sinclair asking to change my order Of course, they denied there was any such thing but after quoting chapter and verse to them they said Yeah, OK - there's going to be a little bit of a delay in it's launch but we'll put you down ' I got a ZX81 In what was probably one of the first batches to be sent out to people but didn't get the 16k RAM pack for about another 12 weeks I dought a few pieces of software and basically said Well, I can do just as well as this ' Having been home ill for a few weeks I had some time on my hands so I sat down and wrote a few games and much to my surprise found that I was able to sell them I have to say that in those days you could sell just about anything - people weren't fussed - but it eventually developed, I got involved with a partner and he went to the show in Earl's Court where the Spectrum was launched He phoned me up from a very noisy telephone there and said Can we spend the money on it?' and I said 'Yeah sure ' So he ordered two machines again effectively from the first batch handed over our money to Sinclair Research at the show and we waited patiently for a few months until the machines actually turned up And that really was the start. I gave up my job not long after the Spectrum was launched to concentrate on software and as some would put it, I haven't had a proper job since "

Was it the same with the SAM? Were you there from the start of that as well?

"What happehad with the SAM goes back a few years earlier, when MGT in conjunction with a company called Rockford Products launched the Disciple Now, I was at the show in London when they launched that and some of my programmers - because by then I was concentrating on working on software for companies like Firectrd Mastertronic CRL and people like that rather then publishing software myself because it was too cut-throat - were complaining that Microdrives which were at that time quite a widespread storage medium for the Spectrum were proving rather unreliable, and because there was a rather small limit on the amount you could put onto a cartridge some programs were proving rather difficult to assemble because the files were just too big for cartridge So having seen this disk drive system I made an appointment to go back to London and see Alan Miles and Bruce Gordon under slightly quieter conditions and basically convince them that they should let my programmers do a fair bit of the early testing of the Disciple, and managed to elicit from them a couple of machines at sort of trade price in order to come back and get started

"After a while in a fit of what I can only describe as madness I said in one meeting in London that I was going to form a user group for the Disciple My intention was that there'd be about 50 or 60 members and from those I could find some programmers who I could subsequently make money out of They (Miles and Gordon) were very keen on the idea because they'd been spending an awful lot of time doing end-user support answering questions on the telephone and so on and they thought having a user group would relieve a lot of that. That's how INDUG started, originally being the Independent Disciple User Group Format was launched as the newsletter of the User Group and the very first issue we printed went out to over 200 people so my original idea of 50 or 60 was exceeded right from Day One, and after the first year we had gone well over the thousand and it just grew That gave me a lot of contact with Alan Miles and Bruce Gordon, particularly after the somewhat acrimonious split they had with Rockford Rockford tried to do the dirty on them and, at the end of the day, actually managed to steal the Disciple from under them They turned round and produced the +D which was cheaper and arguably better, and the Independent Disciple User Group expanded and became the Independent Disciple and +D User Group, then of course we also found a lot of people who were just general Spectrum users and wanted to read Format because they only other serious Spectrum title, ZX Computing had closed down about the same time as we started up Then we were technically the Independent Disciple +D and Spectrum User Group, and I thought 'Hang on, this is getting ridiculous, and stopped concentrating so much on INDUG Instead changed everything to be Format Publications and made Format the more important part of the structure

"Then, because of my knowledge of the Spectrum, the market and everything like that, I got drafted in to help with the design of SAM When Bruce first told me about it, it was in fact a 64k Spectrum with extra screen modes - it was to have 64k of RAM 32k of ROM, and a couple of extra screen modes what basically now is MODE 3 and a mode which eventually got dropped which was like MODE 4 in layout but you only had I think 32 colours to chose from That got up to 64 colours a bit later and on SAM got even further So I was roped in from a very early stage to help to come up with the ideas and everything like that. When it came to its launch in Christmas 1989 I spent nearly 3 months down in Swansea doing mostly full-time work I'd come back for three or four days each month just to polish off Format and get it off to the printers - helping with the testing and influencing parts of the development of the BASIC and stuff like that. Then of course, it was launched and we all know the story from there on

"So long before there was even a working circuit-board for a prototype SAM Bruce and I were having long conversations about it, and came up with ideas some of which ended up in the machine and some of which didn't A lot of the final SAM which saw the light of

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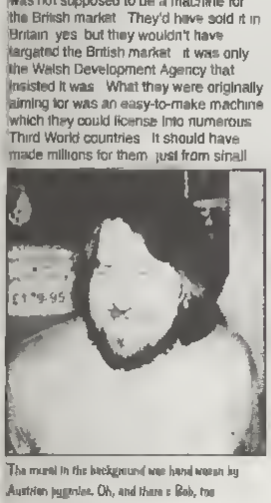
day was actually imposed upon everybody because a lot of the money for it came from the Welsh Development Agency and people like that wnd of course did market research and Chnst knows wnd they found to answer their questions, but they found that more people used MIDI than wanted to use a printer So the printer interface got dropped from SAM, and MIDI Interface got put in which I think that everybody in the know has since decided was probably the biggest mistake ever made I was present at meeting where I had actually known Bruce to get up and storm out saying " I m not having this it's ridiculous " But at the end of the day, they (The Welsh Development Agency) had the money to call the tune It was a very interesting pehod of time and I think most people who know the whole story would agree that if only they d managed to get the machine but about three months earlier they would have had decent sales up to the first Chnstmas and SAM would have been a much biggar machine than it turned out."

Were you disappointed, then, that it didn't do as well as the Spectrum did?
"Yes - there were a lot of people who put an awful lot of hard work into it and it was disappointing when in Britain at least, it was not the roaring success that it should have been Having said that the original concept for SAM which Bruce and Alan were actually playing with from Day One was not supposed to be a machine for the British market They'd have sold it in Britain yes but they wouldn't have targated the British market it was only the Welsh Development Agency that insisted it was What they were originally aiming for was an easy-to-make machine which they could license into numerous Third World countries It should have made millions for them just from small



The mural in the background was hand woven by Austrian jugglers. Oh, and there s Bob, too

royalties being made on each machine sold in different countries and it's just sad that, at the end of the day they didn't get the best financial advice they certainly didn't get involved with the best of financiats - they got let down very badly by the banks and various people who put up money - and it failed
"Subsequently, of course, SAM has found a niche market that is a very good one - it's not vast in size but it's good because most SAM owners are very loyal Because I run a helpline which people ring when they're in trouble I probably speak to more SAM owners than anyone else in the Industry and we've found that a surprisingly high percentage of SAM owners own other machines as well There are lots out there who own PCs, Spectrums Amigas Atari STs, various consoles and things like that, but SAM's still the one they turn to when they want do do any programming, it's the one they like to play with to do things with - it s a very user-friendly machine
"There are always things that we thought should have been done better - the printer interface, of course was missing until the Elite came out and that was one of the things that West Coast having acquired the rights, decided they wanted to produce a new machine that was still 100% software compatible with everything that had gone before They were advised by people like me and Blue Alpha that what SAM owners really wanted was a printer port, and obviously more reliable disk drives and that s what we got."

What are your favourite Spectrum and /or SAM games ?
"On the Spectrum I think three things leap out as being light years ahead of everything else Top of the list, without doubt, must be *Elite* I paid out a lot of money to buy a BBC to run the original version of Elite I saw it at a show in London and liked it so much I went shopping round looking for a BBC to play it on I have I think it's safe to say played every version of Elite that s ever appeared and the only one that actually matched the BBC version for smoothness was the Spectrum version and because of the extra memory it actually managed to introduce a few extras into it I think that it was ahead of any other game because it had everything it had action it had shoot-em-up it had strategy it required an awful lot of thought about what you were doing. It just had everything Secondly probably *Manic Miner* - It's still one I go back and play although these days I play the SAM version fairly regularly Third one *(Alas, the name of Bob s third favourite Speccy game shall remain a mystery as Mat's father took it upon himself to bugger about with the tape recorder later on)* Everyone else hated it, but I got an advanced copy from New Generation before it was launched, so I could give them my opinion, and I found it incredibly simple, and yet the more you got into it, the more addictive it became
"On SAM, as I've already said, when I've got the time - which isn't often enough - I'll still play *Manic Miner* fairly frequently I like *Lemmings* on several machines, but there's just something about the SAM version which makes it that little bit different, and I really do love playing it I don't think anything else really leaps out and grabs me off-hand There are games which I'll pick up and play for a while and then put them down I'm not really a games enthusiast and while I play games as light entertainment, some of them require too much effort to get started they're too difficult in the early stages, and don't let you warm up to it Games that have been on SAM have been of really good quality It might be because there are so few software companies producing stuff for SAM they quality does seem to be that little bit higher "

While we're talking about games, how did you feel about Bobbins, the game in which, I believe, you had a starring role ?
"I must admit at the moment I haven't seen it, which is nothing unusual I m always very behind on the games front these days Except around Christmas I don t get a great deal of times to play games The SAM in the office is usually used for work, invariably when Jenny (Format secretary) is in the office either it's running the database or she using it to duplicate disks I m usually in the other office pounding away of the PC keyboard getting an issue of Format ready and most of the games I play these days are just something that will run under Windows so I can have something running in the background whilst I m playing a game at the same time These days I don't get much of a chance to play anything out, and on that score, I usually tend to leave it to Colin McDonald to tell me what s worth playing No I must admit that as yet I've heard mention of it but haven't seen a copy of it " *(For those of you who don't know, Bobbins apparently was a sort of reverse Lemmings whereby you had to kill as many Bob Brenchleys as possible - Mat)*

Spectrum PD, SAM's future, porn and the biggest question ever: is Bob evil? Find out next month in part 2!

NOSTALGIA

CORNER

I recently bought a box of second-hand computer mags, and today I'll start taking you through the now even wider corridors of my magazine archive (or my cupboard, whatever).

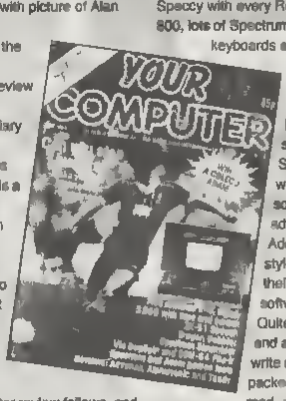
Your Computer started life around the turn of the decade (79/80, that is), if my calculations are correct. The issues I have are all in the 1984-86 period, and, every issue has a review of a new computer in it - which just goes to show the diversity, or crampedness, of the UK computer market at the time. The issue I have in my manly hands is the May 1984 issue. It weighs in at 212 pages (for 85p!) so there's no way I can possibly condense it all into one page so I'll have to skim over quite a bit.

On the cover there's a picture of Ian Rush in tasty red Liverpool kit just about to kick a ball, and, inset, a picture of a CPC464. The legend 'Britain's Best Selling Home Computer Magazine' is emblazoned under the title - obviously popular at the time. The news includes a piece about a program for the Spectrum which allows it to print out 32 lines of 64 characters (instead of 24 lines of 32 characters) - but apart from that nothing much seemed to be happening. The Top 20 computer games, which don't seem to be in order of - erm, topness - include Asteroids for the ZX81, Zaxxon on the Atari, and Chuckie Egg on the Dragon. The Spectrum's lot includes Atic Atac, Jet Set Willy, Hunchback and 3D Ant Attack. The Computer Club section each month visited a computer club or two around the country - these all died out in the late eighties. They usually consisted of lots of goofy kids in parker coats crowded around a couple of BBC Micros in the local school's computer room. This month Paul Bond visited a school in Northamptonshire and, by the sounds of things, wandered around a bit.

Software Shortlist, YC's reviews section, gives the lowdown on Sorcery and OlympiMania on the Spectrum. Others include Beach Head on the C64, and Stargate on the Dragon 32.

There follows a review of the Advance 86A computer. For those who don't know, IBM-compatibles use CPU chips in a range known as the Intel 80000 series. The first of these was the 8086, then came the 80186, 80286, and so on (until the 586, which they called the Pentium, for a change, tho). So when a PC owner goes on about a 486, he really means 80486 the CPU. The Advance 86A uses the 8086 - so, as you can guess, it's probably a bit crap. Reading the review really shows how little basic IBM PCs have changed. The DOS-screen is still the same ten years later. Oddly enough, this IBM compatible has no disk drive - but a cassette port! The reviewer doesn't really say yes or no to this one, but makes a comment which is still applicable today: "it takes up a huge amount of desk space".

Next up is a preview of the Amstrad CPC464, complete with picture of Alan Sugar's ugly mug superimposed onto the 464's screen. Yet another computer review next, this time it's Volkswagen subsidiary Triumph Adler's Alphatronic PC. This CP/M based micro is a 64k Z80-A 4MHz chap, complete with the already ageing Microsoft BASIC. The reviewer tries to be kind but, against the competition the 86A doesn't stand out whatsoever.



Yet another computer review follows, and the Tandy Colour Computer 2 wanders into the examining room. The original TRS-80 (or Tandy Colour Computer, or CoCo, if you like) was an ugly silver thing with weird square keys. The CoCo2 has a white case and a proper keyboard, and runs about 15% faster, though apart from that the only real differences is the OS-9 software. If you were prepared to pay an extra £350 to the already over-the-odds price of around £200, then you could get a DOS that looks not all that special. But still, eh? Up next is a rundown of the Spectrum games scene, with a look at Jet Set Willy, 1984 and Caesar The Cat amongst others.

This month's Spectrum program printout is for an improved machine code tape loading routine. Letters include someone wanting to know about the difference in memory maps between the 48k and 16k Spectra, one from some fool who was surprised that Spectrum programs didn't run on his Oric 1, and another from a chap unsure whether to get a BBC or a QL. My opinion? Neither. Another person complains that Sinclair just releases new computers rather than improving on it's existing models, and about three article writers correct themselves.

Software File follows with lots of programs for you to type in wrongly and then wonder why they don't work.

Adverts include the MTX512 computer, The Hobbit from Melbourne House, the Spectravideo SV-318 and 318 computers, a Protek modem, a free Speccy with every Renault 9, Micronet 800, lots of Spectrum replacement keyboards and sound boosters, Seikosha printers, Football Manager from Addictive (with Kevin Tom's fizzog splattered all over it), Software Project's wide range of software, Silica Shop advertise the Coleco Adam in true Silica style, and Ultimate use their "the not so-software" slogan.

Quite a thick magazine and a difficult magazine to write a lot about. Densely packed, and interesting to read, all I can say is 'phew'!

Next time there'll be three mangos and a banana doing the time-warp on a green fienky. Or there'll be a look through a magazine of yesteryear. Tune in - and read space-filler sentences like this!

FALL GUY MANAGER

BY Key Software / Dave Handley
PRICE £14.99 / £12 to FRED subbers
AVAILABLE FROM Fred Publishing, address in Post Box
OUT Now

Review by Mark Penn

Since SAM's first footy game Football Director 2 (by D H Games), came out in the early days there have been many crying out for a decent football management sim Thankfully a programmer by the name of David Handley listened to these pleas and set about the task of programming a successor to Football Director 2. And so Football League Manager was born

SHIFTY LOOKING MEN

Upon loading the game (which does take almost a minute but does not detract from the game itself) you are immediately hit by the presentation This starts with the option screens where you can decide whether to use keys or the now standard and very useful mouse control From here you can edit the names of all 100 teams as well as the players names as much as you like you can then decide what team you want to be The next bit is probably one of the most important one of the lot either play the English or Scottish leagues and to play it as a full season or only half What comes after this IS the most important option indeed this is to decide what the manager will look like (and there are so many shifty looking blokes there if you ask me)

The excellent presentation continues into the game proper, and every player has a little portrait to how what they look like All this good artwork just has the Steven "Pickasso" Pick touch dripping from it. Steven has done an excellent job on this game But it isn't just nice piccies that make a game, good gameplay has a major part in it So has F L M got what it takes?

Well before I get to that just yet lets start with what features it has although what it does not have as it would be easier to list! This is because virtually every option possible has been incorporated these include being able to upgrade your ground s capacity, train your squad change the price of gate tickets buy and sell players rearrange and change your team's line-up, choose which adverts or sponsorship deal to take on (if any) and at any time you can see where in the league you are and who you are going to play next. There are also a few others, but let s get onto the match itself

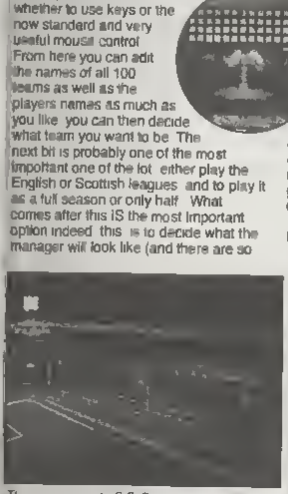
MOVES UP AND DOWN

The match screen is split into two main areas One is the pitch and the other has boxes where the pictures of goal scorers are shown The match is represented by a small football that moves up and down the pitch as the game progresses (hang on - isn't that what happens in real football? -Ed) Unlike some football management games you have some say in the play and the outcome of the match For example you can change the style of play almost when you want, i e defending long ball passing or attacking You can also make two substitutions Players can also be injured, booked or even sent off - which adds to the playing experience (though one thing that could have been included as an option to discipline any players sent off) So it is possible to beat a better side if you are quick enough in changing styles of play

After the game is over you can either have a boring box showing the results from other matches or you can have them shown using a tele-printer like the one on Grandstand This is a nice touch and gives an idea as to how much thought has gone into making this game

EVEN IF YOU CAN THINK

Well it is quite easy to sum up this game it has everything you could want in a league management game and more and even if you can think of anymore there is the option to add data add-ons at a later date So the game could expand into such pieces as Europe and give a great game a new lease of life FLM is a very nice playable game and it's well worth buying



The score seems to be 0-0 Oh, the match hasn't even started yet Darn.

ALLAN

Football management was a much neglected genre on the SAM until now, that is FLM plays well enough but I feel that without Steven Pick s graphics the game wouldn't have the appeal that it does There s lots of nice touches such as the players pictures and the builder who chats to you, but essentially it's a football sim if you like them, you'll like this, but if not There's a lot of in depth features - ground management and sponsorship for example, which make the game more interesting and realistic It's programmed in BASIC but if it works then why not? Recommended to those who like footy sims

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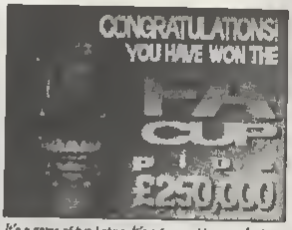
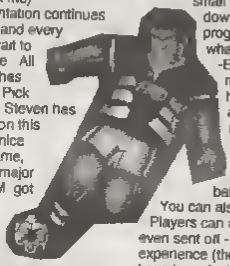


It's a game of two halves. It's a funny old game. And other famous but crap football quotes.



MARK'S Score

LOOKS - 92
FEELS - 91
SOUNDS - 85

FINAL SCORE - 83

PUBLIC EXPO

FPD Gets Lottery Arts Fund Handout

(or perhaps not)

More Air Miles

Miles Kinloch has released three new utilities *Permavar* is a program for experimenting with system variables, producing weird effects to confuse even the most know-all of Speccy programmers. *TAS128TO2* replaces T3T2, the utility to transfer Tasword 3 or 128 files to standard Tasword 2 (48k) files *Snapscreen* is a brand new creation which extracts the screen file from a 48k or 128k +D SNAP file Available the noo!

Get It Here

Especially for all you +3 heads brand spanking new 3" disks are available for the small wedge of £3 each All disks are guaranteed so no more re-using that Sinclair one that held those dodgy light-gun games. They also stock Sony 3.5" disks at 39p each Write to Squire Int'nl , 129 Powys Lane, London, N13 4HL, or tel 0181 886 3078 for availability

PD Library Update

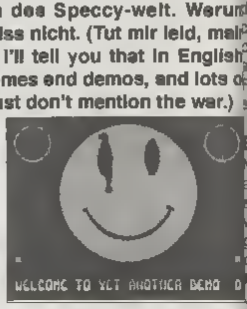
FPD is now officially open for business. The first ever catalogue has utilities for users of tape and +D setups plus general programming aids.

More on next page ->

Dieses monat wir het mehr Spectrum PD spielen und demos, und viele aktuelle von das Speccy-welt. Werum spricht mir auf Deutsch? Ich weiss nicht. (Tut mir leid, mein Deutsch ist nicht sehr gut). So I'll tell you that in English. This month we have more PD games and demos, and lots of news from the Speccy-world. (Just don't mention the war.)

WATCHMEN / PelCo

Growing up in public and growing a nice wispy beard This is a three parter with improving graphics and Soundtracker work, plus a smart 'fat bum' 16 pixel high scroller Look out girls, his digi-pic in part 2 will have you throwing your pants in his general direction We all look forward to his new one entitled Psychosis You heard it here first demo fans



Ooh, a nice happy smiley face. With tomato ketchup on it, by the looks of things.

CHOCOLATE DEMO / United Minds

A bit old for a new demo (July vintage) but well worth a mention This demo takes the Minds one step forward thanks to the mastering of Soundtracker by Orson Lots of digi pics of the boys to swoon over - cheesy grins, tongues hanging out, the drinking of Scottish toddy everyday events in Glasgow Time will tell if the Minds manage to grab second place in the UK scene over Zack Chris Taylor, etc over the coming months The boys promise me the huge disc disturbing megademo Beyond Help will be released before Xmas!

Fred and Rick did their best to impersonate monkies without much success.

CLIFF / Cliff Tate

This has been released by Outlet and as such is just a one tune music demo with some nice PFN presentation Sadly, the tune isn't a homage to tennis playing Christian Mr Richards but a soothing almost ambient piece knocked up on the Music Writer Shows a lot of promise for the future but don't go expecting much - one to check out in the big 96

MEGALOMANIA / The Mad Guys

A famous group from the golden era of Speccy demos returns with a new six-parter that has been four years in the making Actually, it s just Mr X-Terminator from the original line-up having spent those four years getting bored with coding, his Speccy going bang, and X himself going bang with a real

Bert, the orchestra conductor was stunned. Where had the London Philharmonic gone?

POSURE

gun (national service - bat that stopped him mugging old ladies and taking drugs) All MG demos are trademarked by plenty of screen action, bags of colour toe tapping tunes and key presses a plenty so you'll know what to expect. The demo was launched at the Filderstadt meeting and much back-slapping was in evidence Top stuff

The problem with demo screenshots is that either a) the demo uses lots of raster effects that you can't snapshot, or b) they look plain odd.

BOGIE'S MOVED / Extacy 3

Most normal people go to WH Smiths and buy a pack of those "My new address is " cards, you know, the ones with the squirrel on them dressed in a green waistcoat and holding a suitcase overflowing with nuts Bogie moves and he writes a demo Lovely piece of Def Jam sampling is to be heard (crystal clear and face gumingly funky) and the lettering was done on an Amiga art package and ported over So erm, it's an Amiga demo on a Speccy sort of Load this one in USR0 mode or it won't work at all well

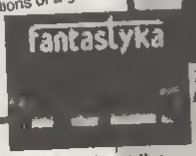
Nachstes zeit wir hat viele neu PD programmen und axtualle - bis dann! Hey, no-one ever said Crashed hed to be in English. Tune in next month for more PD action!

Even if you don't know who Bogie is, at least you know his address now 'phew', eh?

RETRO 'MUST HAVES'

FRANK FRANZETTA 3 / Raffi + Miva
So what demo contains the best AY music ever? It's a non-question, really seeing as music is neither good or bad it's down to your own tastes But if someone was to hold a blow torch to my privates I'd have to say this one especially tune two which is more Aztec Camera than Erasure You also get some exquisitely drawn graphics featuring more pixel detail than a gnat's leg under a microscope The only downers are the fake resets which were all the rage in the early 1990's - it's just not funny though

THE APPLE MOVIE / The Lords
Strange as it may seem, there are no apples in this, not even a rancid glowing green golden delicious I say the digitised animations of a girlie's face are none other than Clare Grogen ex-singer from Altered Images but this is strongly contested by just about everybody What do you think? Even stranger is the fact that a demo featuring digi-animation as not got a willy in it



In colour this is brilliant. More pages, eh? Tsk.

In association with

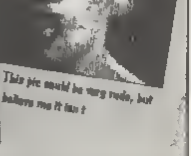
FPD
FOUNTAIN PUBLIC DOMAIN LIBRARY

continued from previous page

graphic tools, leisure, application programs, fanzines and clip art The specialist area is demos and the catalogue boasts 600+ titles, the greatest number ever assembled (probably). A large SAE to the address in Post Box will reveal all MDL is now open for business too The library is demo only and boasts 400+ titles Large SAE to the address in Post Box

Audio Violence

UK demo crews are tweaking their best new tunes for inclusion in BATTLETRACKER, a throw down session to find the best sound coders on the island The idea was thought up by Pandaglit in SUBXTCT and has been taken on by Rob Purchase Invited groups include Extacy 3, United Minds, Fudgepacker, Convention and Rob's own Technium 220 Stand by for some awesome techno/hardcore/singsongs Release date Nov/Dec 95



This pic could be very rude, but I believe me it isn't

retro review

Here we are again with another dose of gemes which you already knew about. But never mind, eh? If you'd like to review a classic game, then write e hundred or so words on it end send h in - the more the merrier!

Man And Bis Droid / Mastertronic (1985)

STEVE What a weird game this is. Your job is to control a droid in some sort of space farm. Each level starts with you, the droid, having to make your way up though a big field full of weird alien things which move long for a bit, then move down, pushing you back to the bottom. After you've done this you go down a big shaft into a maze complex made of brick and earth. The aim here is to round up these strange looking things into an odd brown thing in the floor, where they'll flash a bit and disappear. The game describes these things as 'Ramboids' and you've got to get them through a teleport (the brown thing in the floor) in the correct order. To help you, the droid can be put into four modes. In the first mode, the droid can move freely. In the second he can bury himself below ground (to let the ramboids pass over him). The third mode allows the droid to dig through walls, thus making are passages to move through. The last mode shows you where each ramboid is in the maze at the time. Later levels have bricks roaming about too - they act the same as the ramboids but merely hamper your progress by going in the teleport when you wanted a ramboid to go in instead.

OMAHD is an odd little game - sheep-dog in space or something, but it's strangely playable. I enjoy playing it, though after a while you'll get a bit tired of it. There's a password for every level, too, which makes things easier Search your local car boot sale for this one.

Score - 73

I gave the ramboids names - I know. Sheepy, Grumpy, Pret, Pig nose, Froggy, Muscle man, and Dog-face. Seven dwarves? Who needs 'em?

Pyjamarama / Mikro-Gen (1984)

STEVE Another odd game this, but with more of a plot than OMAHD. You play Wally Week, who starred in other Mikro-Gen games such as Everyone's A Wally, and 3 Weeks In Paradise. In this game Wally is oversleeping and he's going to be late for work. That's where you come in. Taking the role of Wally in his own dream, you must wander around solving various puzzles in order to wake Wally up. There's plenty of rooms to explore and puzzles to solve. There's an arcade room where you get to play space invaders, a cellar full of bats, a lift, pool room, a big ball that runs you over (a la Indiana Jones), and many other graphical delights.

Pyjamarama was one of the first games I ever owned as I've grown rather attached to it over the years. Trainspotter fact: there are two versions of Pyjamarama, one with a demo mode and one without! Classic stuff.

Score - 77

Sceptre Of Baghdad / Atlantis (1986)

STEVE This game sees you playing the part of a ruler in the far east (a 300mm one). I can't remember the plot too well, but it was one of those games where you had to walk around, pick up and drop objects, solve puzzles, etc. Sceptre is a playable game that takes quite a while to complete as it's very big. There's lots of neat touches such as the magic carpet and the Indian rope trick, but overall, Sceptre Of Baghdad is just above average.

The graphics are nicely done and there's plenty of colour, but there's only spot sound effects, so the game's a bit quiet.

About two year's ago a C64 company bought the rights and released Sceptre Of Baghdad on the C64. They made a few odd changes, however. There are lots of flying things in each room, for example, and pressing fire will shoot out a fireball from your character's chest (which is a bit odd). To me, Sceptre probably wasn't the greatest ever game to decide to release on the C64 - why did they choose it?

But enough of the Commodore: this is a SAM/Spec neg (though I'm not impartial to a bit of cross culture). Sceptre: buy it if you see it cheap enough.

Score - 75

Blockbusters / Macsen (1985)

STEVE Blockbusters came in several forms. The first, Block Buster, was a cheap copy of the TV game show. There were two licensed versions of the game, the main difference between them is that one of them has a digitised picture of sex god Bob Holness himself, which moved when asking the questions. Some versions made you spell everything exactly right, others would give you the answer if you'd got one of the letters right.

But why do a game based on a crap game show full of irritating students anyway?

Score - 57

Larry the lad was looking forward to Christmas day. He had a bath, put on a Santa hat and avoided the deadly arrow.

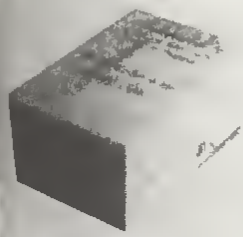
A Review Of The

Quazar Surround

The Quazar Surround is a new sound card for the SAM. Here's Mark Bennett to tell us more.

1) So why should I consider getting a Quazar?

Good question, but one that is fairly easy to answer. If, like me, you enjoy listening to music and enjoy half decent sound effects in games then the Quazar Surround Unit is just the piece of hardware you are looking for. As you will probably be aware *the* SAM's own sound chip can only output a maximum of 4 bit digital ("Sampled") sound and when compared to other systems, i e Amiga with 8 bit sound, CD's at 14 bit and mid range P C sound cards playing 16 bit stereo, the SAM is some way behind in terms of how good an output it can produce. With the Quazar unit comes the ability to use 6 channels and a best output hitting 16 bit Stereo Sound. With the use of a software switch it is possible to have full Surround Sound (4 speakers) playing at 8 bit per channel or Stereo with the full output of 16 bit. To put this into some perspective in terms of sound quality to cost, the stereo output matches that of normal C D players, and a P C sound card of similar abilities would cost you around £130



2) So what do I get for my money then?

In the package that is sent with the Quazar Surround Unit there are three discs. There is an introductory disc that shows you what Quazar is capable of, and also has testing software to check that is everything is working on your setup. Also on this disc is Stefan Drissen's excellent new Mod player. There is a utilities disc that will enable you to convert samples to the SAM, as well as sample players that allow samples to be played either from BASIC or Machine Code. You will also get the present issue of the support disc SOUNDBYTE. The Quazar Unit itself is a nice white metal box and is pardy covered by the Quazar logo. The Quazar has two 3 5mm sockets for external speakers as well as an expansion port for the stereo sampler module that is planned which will allow your own samples to be recorded and played with using Quazar Studio that is written by Colin Piggot himself. One nice touch is that a little red L.E D has been used to indicate that the unit has power

3) Who is producing games for it?

At the moment several major software such as Fred Publishing, Phoenix Software and Jupiter, to name just three are interested in producing software for the Quazar. Amalthea from Jupiter Software was the first released game, but many others are planned and some are on the verge of release, including enhanced older titles. *(Since this article was written more games have been released that support the Quazar Surround -Ed)*

4) What else is needed?

In order to enjoy the full benefits of Quazar (and if you have not got any to start with) it is advisable to invest in a set of good quality speakers. Due to the fact that the Quazar does not contain it's own sound amplifier and power output, you will need to get speakers that do or even go for a Hi-Fi system. To get good quality sound go for speakers with more than 15watts output per speaker, and a good tone control. The best option is to go for P C multi-media speakers with a 3 5mm input Jack

5) Verdict.

Although the asking price of £61 99 may seem expensive taken at face value, but when compared with the price of similar quality devices it is very good value for money. But cost aside the Quazar should herald something of a mini-revival for the SAM, along with other hardware coming out which will expand what the SAM can do and what can be done on it. All in all it is an excellent piece of hardware and is just what the SAM world has been waiting for

AVAILABLE FROM COLIN G. PIGGOT FOR £61.99 INCLUDING V.A.T. AND P+P.

Commercial software suppliers

Capri Marketing (Spectrum) - 16 Dean St, Marlow, Bucks, SL7 3AA Tel 01628 891022
EDOS (Spectrum)c/o Computer Victory, 30a School Road, Tilehurst, Reading Berkshire RG3 5AN
Everglade (Spectrum) 88 Telford St, Inverness, Scotland, IV3 5LS Tel 01463 240 168
F9 Software (SAM) 18 Mill Lane Glenburn Rd Skelmersdale, Lancs WN8 9RH Tel 01695 31163
Phoenix Software Systems (SAM) 38 Ashwood Dr, Bramkosholme Bury Lancs BL9 1HF
Robert Chilton (Spectrum) - 61 Sandfield Farm, Brownhills, West Mids, WS8 6LW
Sintech (Spectrum) - see Spectrum User Group for address
Spectrum Software Hire 33 Dursley Rd Trowbridge Wilts BA14 0NW
Wizard Games (Spectrum) 1 North Marine Rd Scarborough North Yorks, YO12 7EY Tel 01723 376 586

Software houses

Ace Software/Alan Cresswell (Spectrum) 18 West St, Godalming Northants NN14 1BD
Atomik Software (SAM) 20 Grove Road Hoylake, Wirral Merseyside L47 2DT
Betasoft (SAM) - 24 Wyche Ave, Kings Heath, Birmingham, B14 6LQ
Brendan O'Brien (Spectrum) - 22 Garron Cr Larne Co Antrim N Ireland BT40 2AT
Dreamworld (Spectrum adventures) 10 Medhurst Cl, Gravesend Kent, DA12 4HL
Elyzium Software (SAM adventures) - 50 Cradswell Hgts, Lichfield Staffs, WS13 6BH
Fish (Spectrum) - 3 Station Rd Bush Vale, Stockport Cheshire SK12 5BP Tel 01663 743387
Flexibase Software (Spectrum/SAM) - 28 The Parklands, Droitwich Worcs WR9 7DG
Fred Publishing (SAM) 40 Roundyhill Monifieth Dundee DD5 4RZ Tel. 01382 535 963
Grafix Wizards/Jonathan Cauldwell (Spectrum) 5 Helmsley Dr Eastwood Notts NG16 3RS
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RDS Software (Spectrum) 24 Chilham Penz, Easton Bristol BS5 6AG
Revelation Software (SAM) PO Box 114 Exeter Devon EX4 1YY
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Supplement Software (SAM) 37 Parker St, Bloxwich Walsall WS3 2LE Tel 01922 405 239
Zenobi (Spectrum adventures) 26 Spotland Tops, Cutgate Rochdale Lancs OL12 7NX

PD software

Fountain PD (Spectrum) 11 Camel Road Silvertown London, E16 2DE
Impact PD (Spectrum) 36 Budges Rd Wokingham Berkshire RG40 1PJ
MGPD (Spectrum) - 1 Pelham St, Sutton In Ashfield Notts, NG17 2EF
Prism PD (SAM/Spectrum) 13 Rodney Cl Bilton Rugby CV22 7HJ
SAM PD (SAM) see F9 software above for address
Womo PD (Spectrum) Emsstrasse 33 D 51065 Koln Germany
Zedd PD (SAM) - see Zodiac fanzine below for address

New hardware

BG Services (Spectrum/SAM) 64 Rosbuck Rd Chessington Surrey KT9 1JX Tel 0181 3870 763
Colin Piggot (SAM) - 204 Lamond Drive, St, Andrews Fife, KY16 8RR
Delsi Electronics (Spectrum) Gower Rd, Fenton, Stoke-on Trent ST4 2RS Tel 01782 744 324
DCP Micro-Developments Ltd Hillside Lodge Ermine St South, Papworth Everard Cambs CB3 8QA
EEC (Sinclair) - 6 Ravenspread Chalfont St. Peter, Bucks, SL9 0NS Tel 01494 871319
Entropy (SAM) - 1 Dovey Close, Astley, Tyldesley Manchester M29 7NP 01942 896084
Greenweld Electronic Components 27 Park Rd, Southampton, SO15 3UQ
Romantic Robot (Spectrum) - 54 Deansbrook Avenue, London, NW9 8EN Tel 0181 200 8978
SD Software (SAM) see software houses for address
West Coast Orders (SAMs and accessories) - Format Publications 34 Bourton Rd Gloucester GL4 0LE Tel 01452 412572

Spectrum spares and repairs

City Computer Services Units 4 6 Kidderly Estate, 197 Kidderly Rd, Salford B'ham B6
HS Computer Services Unit2 The Orchard, Warton Lancs, PR4 1BE Tel 01772 632686
JRC Camera Repairs, 2 Forge Cottage High St, Ewelme OX10 6HQ Tel 01491 834403
Trading Post, Victoria Rd Shifnal Shropshire TF11 8AF Tel. 01952 462135
WAVE 1 Buccleuch St, Barrow- In- Furness Cumbria, LA14 1SR
WTS Electronics Ltd., Studio Master House Chalvey End Lane, Luton, Beds, LU4 8EZ Tel 01582 491949

Publications

8- Bit (all 8- bits £1 50) 39 High Street, Sutton in the Isle Ely, Cambs CB6 2RA
Adventure Probe (all formats £2) - 52 Burford Rd Liverpool L16 6AQ
Alchemis (Spectrum tape/disk £1 or free with medium and SAE) see Alchemist PD for address
Crashed (SAM/Spectrum) - Down on the right with white walls
Format (SAM/Spectrum £12 per year) see West Coast Orders for address
Fred (SAM disk £2) - see Fred Publishing above for address
Outlet (Spectrum tape/disk/PC £3 50) 405 Loughborough Road Bristall Lacs LE4 4NJ
PD Power (Spectrum £2 20) see Prism PD above for address
SAM2SAM (SAM disk, £1 50) 65a Norman Crescent, Sunnyfields Doncaster DN5 8RX
SAMDisk (Take a guess £2.00) see Atomik software for address
SAM Prime (SAM paper and disk, £3) see Phoenix Software for address
SAM Supplement (SAM disk, £2) see Supplement s/w for address
Spectrum UK (Spectrum, £1 50) - 29 Rockingham Dr, Melton Mowbray Leicestershire, LE13 0LQ
SUC- Session - see Spectrum User Club for address
The Thing Monthly (lots of humorous babble with a section on old computers SAE for new issue promo issue) 46 High Rd West, Felixstowe Suffolk IP11 9JE Tel 01394 273178
Zodiac (SAM 50p) - New House, Holbter Chard, Somerset, TA20 2HS Tel 01460 62118

User groups

Chic Computer Club/Specsa, PO Box 121, Gerrard's Cross, Bucks, SL9 8JP
INDUG see West Coast Orders for address
Spectrum Profi Club - see Womo PD for address
Spectrum-User-Club, Gustavkarstr. 23, 70794 Filderstadt, Germany Tel 0049 711 777142

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Issue 1 Crashed's first ever issue, with the snappest ever cover! Jonathan Nash interview, Reviews of Dalek Attack, Street Fighter 2 and Nigel Mansell's Grand Prix.

Issue 2 - It's A Goal and Rotor reviewed, a letters section and some other stuff

Issue 3 - Lemmings and Firemen 2 reviewed, interview with David Ledbury, Highly Recommended, Whittle's Wibble slide reviewed, Playing Tips.

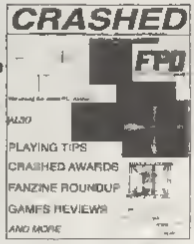
Issue 4 - Lookback at 1994, PD software reviewed in Public Exposure, Sinclair User in Nostalgia Corner, Dave F interviewed.

Issue 5 - Simon Cooke interview, Gloop, The Addams Family and The Whirling Heer reviewed, Crash in Nostalgia Corner.

Issue 6/7 - First non-looking issue, first double issue! Home Computing Weekly appears in NC, Interview with the Shaw Brothers, Gloucester Fair report, TNT and Fishpaste vol 1 reviewed, Tech Niche Extra, plenty of News.

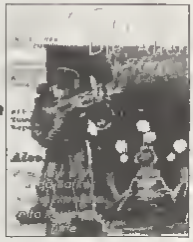
Issue 8/9

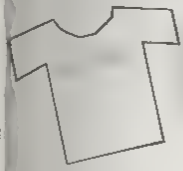
Mark leaves in a blaze of no glory whatsoever, a stupid Atari machine in Nostalgia Corner, fanzine roundup, Ball Games and Fishpaste 2 reviewed, John Wilson interviewed, Public Exposure returns, the Crashed awards are announced.



Issue 10/11

Colour cover, preview of Kilool, exclusive Alton Towers pics, Amalthea and Tango/Mega Disc and SC_Word Pro reviewed, Linda Barker interviewed, Public Exposure exposes PD, SRL's 1984 catalogue in Nostalgia Corner, and lots more!





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Christmas Pudding!

The next issue of Crashed will be out a few weeks before Christmas, so next issue we'll be sitting in front of the TV, eating mince pies and getting slowly drunk next to a plastic tree covered in lights. Join us by the log fire with...

- SAM/Spectrum Chrimble guide
- A report of the Edinburgh fair
- The latest news
- PD Software
- More readers letters
- And much more!

CRASHED issue 13 - out in December (brr!)

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